1	CLAIM LISTING
2	1.	Canceled
3		

1. CLAIM LISTING

2. 1. Canceled

3.

4. 2. (Previously Presented) The gaming system of claim 16 wherein the automatic daub
5. control is for automatically daubing multiple bingo card representations in response to the
6. automatic daub input.

7.

8. 3. (Previously Presented) The gaming system of claim 16 wherein the user interface enables
9. the player using the player station to manually daub at least one bingo card representation
10. as an alternative to automatic daubing.

11.

12. 4-6 Canceled

13.

14. 7. (Previously Presented) The gaming system of claim 18 wherein the automatic daub
15. control is for automatically daubing additional bingo card representations in response to
16. the automatic daub input.

17.

18. 8. (Previously Presented) The gaming system of claim 18 wherein each respective user
19. interface enables the player using the respective player station to manually daub an
20. additional bingo card representation received at the respective player station as an
21. alternative to automatic daubing.

22.

1	9.	(Previously Presented) The gaming system of claim 18 wherein the user interface
2		included with at least one respective player station includes a touch screen display.
3		
4	10.	Canceled
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6	11.	Canceled
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8	12.	(Previously Presented) The method of claim 19 further including the step of automatically
9		daubing a number of respective bingo card representations in response to the automatic
10		daub input.
11		
12	13.	(Previously Presented) The method of claim 19 further including the step of enabling the
13		player to manually daub the bingo card representation using a user interface available to
14		the player.
15		
16	14.	(Previously Presented) The method of claim 13 wherein the user interface includes a
17		touch screen display.
18		
19	15.	(Previously Presented) The method of claim 19 wherein the automatic daub input is
20		entered by the player through a user interface at a player station through which the player
21		participates in the bingo-type game.
22		

1	16.	(Currently Amended) A gaming system for conducting bingo-type games, the gaming
2		system including:
3	(a)	a player station;
4	(b)	a user interface included with the player station, the user interface for (i) enabling
5		a player using the player station to enter a game play request for a play in a bingo-
6		type game to initiate a game play request communication from the player station,
7		and for (ii) enabling the player to enter an automatic daub input for the play in the
8		bingo-type game as a separate input after entry of the game play request;
9	(c)	a data storage device for storing a matched card set, the matched card set
10		including a number of game play records, each game play record including a
11		respective bingo card representation and a result indicator indicating a result of a
12		match between the ~~and each~~ respective bingo card representation ~~being matched~~
13		~~to~~ and a set of game designations;
14	(d)	a back office system connected for communication with the player station and also
15		connected for communication with the data storage device, the back office system
16		for assigning a respective game play record from the matched card set to the
17		player station in response to receiving the game play request communication; and
18	(e)	an automatic daub control for applying the set of game designations in response to
19		the automatic daub input to automatically daub the respective bingo card
20		representation associated with the respective game play record assigned to the
21		player station.
22		

1	17.	(Previously Presented) The gaming system of claim 16 wherein the user interface
2		includes a touch screen display.
3		
4	18.	(Currently Amended) A gaming system for conducting bingo-type games, the gaming
5		system including:
6		(a)	a number of player stations;
7		(b)	a user interface associated with each player station, each respective user interface
8			for (i) enabling a player using a respective player station to enter a game play
9			request for a play in a bingo-type game to initiate a game play request
10			communication from the respective player station, and for (ii) enabling the player
11			to enter an automatic daub input for the play in the bingo-type game as a separate
12			input after entry of the game play request;
13		(c)	a data storage device for storing a matched card set, the matched card set
14			including a number of game play records, each game play record including a
15			respective bingo card representation and <u>a result indicator indicating a result of a</u>
16			<u>match between the</u> ~~each~~ respective bingo card representation ~~being matched to~~
17			<u>and</u> a set of game designations;
18		(d)	a back office system connected for communication with each respective player
19			station and for communication with the data storage device, the back office
20			system for assigning a respective game play record from the matched card set to
21			~~the~~ <u>a</u> respective player station in response to receiving the game play request
22			communication from the respective player station; and

1	(e)	a respective automatic daub control included with each respective player station,
2		the respective automatic daub control being activated in response to the automatic
3		daub input in order to automatically daub the respective bingo card representation
4		associated with the game play record assigned to the respective player station.
5		
6	19.	(Currently Amended) A method for conducting a bingo-type game, the method including
7		the steps of:
8	(a)	storing a matched card set at a data storage device, the matched card set including
9		a number of game play records, each game play record including a respective
10		bingo card representation and <u>a result indicator indicating a result of a match</u>
11		<u>between the</u> ~~each~~ respective bingo card representation ~~being matched to~~ <u>and</u> a set
12		of game designations;
13	(b)	receiving a game play request from a player in the bingo-type game;
14	(c)	assigning a respective game play record to the player in response to receiving the
15		game play request;
16	(d)	receiving an automatic daub input from the player in the bingo-type game, the
17		automatic daub input being a separate input after entry of the game play request;
18		and
19	(e)	in response to the automatic daub input, ~~using~~ <u>applying</u> the set of game
20		designations to automatically daub the respective bingo card representation
21		associated with the respective game play record assigned to the player.